

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A wireless communication game system provided with a plurality of mobile game units ~~apparatuses~~ that are capable of communicating ~~making a communication with each other~~, and function as a parent device or a child device, wherein

said parent device includes a broadcaster ~~broadcasting means~~ for broadcasting a parent device packet including connection permitting data that permits a child device which has been disconnected while communicating with a ~~having a communication between the parent device disconnected to connect to the parent device~~: and

said child device includes

a communication disconnection detector ~~detecting means~~ for detecting that the communication between said parent device is disconnected, and

a restoring mechanism ~~means~~ for attempting receiving said parent device packet broadcast from said parent device when detected by said communication disconnection detector ~~detecting means~~ that the communication between the parent device is disconnected.

2. (Currently Amended) A wireless communication game system according to claim 1, wherein said broadcaster ~~broadcasting means~~ continues broadcasting said connection permitting data after said child device connects to said parent device.

3. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device includes, a deleting ~~means~~ mechanism for deleting the connection permitting data for the child device when ~~in a case that the communication~~ between said child device is disconnected for more than a first predetermined time period,

said communication disconnection detector ~~detecting means~~ of said child device detects that the communication between the parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

4. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units ~~apparatuses~~ for communicating ~~making a communication~~ with each other in a communication cycle including a first time slot used by said parent device, and a second time slot having a plurality of sub time slots used by said child device, and wherein

said connection permitting data includes information that designates the sub time slot, out of said plurality of sub time slots, to which said child device is to be restored.

5. (Currently Amended) A restoring method in a wireless communication game system provided with a plurality of mobile game units ~~apparatuses~~ that are capable of

~~making a~~ wireless communication with each other, and function as a parent device or a child device, comprising the ~~including following~~ steps of:

(a) broadcasting by said parent device a parent device packet including connection permitting data that permits a the child device which has been disconnected while communicating with a ~~having a communication between the parent device disconnected~~ to connect to the parent device;

(b) detecting by said child device that the communication between said parent device is disconnected; and

(c) attempting by said child device, upon detecting ~~when detected~~ that the communication between said parent device is disconnected in said step (b), to receive ~~receiving~~ said parent device packet broadcast from said parent device.

6. (Currently Amended) A program for a wireless communication game encoded in a machine readable storage medium, said wireless communication game having ~~provided with a plurality of mobile game units apparatuses that are capable of making a~~ communication with each other, and function as a parent device or a child device, said program being executed to perform the ~~comprising~~ steps of:

~~making~~ executing by a processor of said parent device ~~execute a step for~~ broadcasting a parent device packet including connection permitting data that permits a ~~[[the]]~~ child device having ~~[[a]]~~ communication disconnected to connect to the parent device,

executing by ~~making a~~ processor of said child device ~~execute a step for~~ detecting

that the communication ~~with~~ between said parent device is disconnected, and a step for attempting to receive ~~receiving~~ said parent device packet broadcast from said parent device when it is detected that the communication between the parent device is disconnected by said communication disconnection detecting step.

7. (Currently Amended) A mobile game apparatus capable of playing a wireless communication game which utilizes a plurality of mobile game units, wherein ~~apparatuses, and~~ any one of which functions as a parent device, and the other of which functions as a child device, comprising:

a broadcaster ~~broadcasting means~~, for said parent device, for broadcasting a parent device packet including connection permitting data that permits a [[the]] child device which has been disconnected while communicating with a ~~having a communication between the parent device disconnected~~ to connect to the parent device;

a communication disconnection detector ~~detecting means~~, for said child device, for detecting that the communication between said parent device is disconnected; and

a restoring mechanism ~~means~~ for attempting to receive ~~receiving~~ said parent device packet broadcast from said parent device when it is detected by said communication disconnection detector ~~detecting means~~ that the communication between the parent device is disconnected.